

FLOWER SERVICE



GAME MANUAL
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SPIELANLEITUNG

JAGUAR CD

Read before using your Atari 2600 entertainment system.

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CONTENTS

Hover Strike	2
Getting Started	3
New Game/Saved Game	3
Game Modes	4
Control Summary	4
Connecting Your Controller	4
Using Your Weapons	5
Targeting	10
Powerups	10
Options Menu	10
External Monitor	14
Selecting A Weapon	14
Weapon Descriptions	15
Using A Gun	16
2-Player Cooperative Mode	16
Adjusting Volume	20
Game Strategy Tips	21

HOVER STRIKE

UNCOMBATED LANCE

HOVER STRIKE

You find the heart of the planet's mining activities. Construction here mines from the distant valleys for over six months. Automated teams have designed that Torsion Phobos have taken over the planet, their steady machines patrolling every section of the surface.

The planet's surface has completely disappeared. The Torsionians have established a machine factory in the south-eastern, where they process frozen corpses to extract valuable organic components. You must find the secret machine to save the remaining humans, if any, and rescue the planet.

There is no contact with the surface. The Torsionians have installed an atmospheric curtain which makes traversal plans and the surface's entry impossible.

The Phobos has chosen you to launch the preliminary strike. They've provided you with preliminary reconnaissance reports.

A military transport will slip through the energy shields and take you to your drop zone. Your vehicle is a state-of-the-art armored hovercraft. It's the ultimate war machine, equipped with night-vision camera and powerful machine. You have full maneuverability over any planetary terrain, including steep cliffs, frozen desert sands, and turbulent water. Anti-grav will let you float just above the ground, so you need to use your senses to steer down.

Your mission is to knock out key targets in each zone, crippling the Torsionian forces and halting their bloody work. Let your sensor guide you to finding enemy radar stations and blow up strategic fuel deposits. Once you eliminate the atmospheric curtain, you'll make way for the liberative assault.

GETTING STARTED

1. Insert your Master Card, Superquest[®] Laser CD into Japan CD Multimed[®] Player and close the lid.
2. Insert your Memory Track cartridge (if you have only one, the cartridge that is in the CD Player).
3. Press the Power button.
4. Press the A button to skip the introductory video and begin the game.



Fig. 1. Title Screen
Press the A or B button to begin.



Fig. 2. Set Difficulty
Choose a difficulty level to begin a new battle.

NEW GAME/SAVED GAME

To start a new game, press the A button (during the introductory video or after video display). If you have saved a game previously and your Memory Track cartridge has both saved and new cartridges and, if true, Fig. 3(a) will appear that will allow you to choose either a new game or the "your saved games." If you do not have a Memory Track cartridge plugged in, the Set Difficulty box will not appear. Press the A button or press the B button to choose a difficulty level. Then press the A button to start.

Note: Changing the difficulty setting will alter the way your Hoverstrike behaves. For a complete description, see the Japan Mission-Oriented cardset, under "Hoverstrike" section.

Once you've started a new or saved game, the **Select Mission** screen will appear. The title of a mission and a brief summary of the mission will be displayed as well as your current game statistics (see Fig. 2).

The Federation has analyzed the reconnaissance reports and has divided your mission targets into six increasingly difficult levels, the last being the mission to knock out the atmospheric cannons to allow the armada to enter the planet's atmosphere. Each level consists of missions at different terrain and with different strategic targets; a mission can only be completed when the strategic targets are destroyed. You may also perform the selection of missions by using the left and right **Jumped** buttons. Details of each mission's reconnaissance report will be revealed to you once you select the mission by pressing the **Enter** button.



Fig. 2. **Select Mission** Screen. **Jumped** left and right to select different missions.

After completing a mission, the game will return to the **Select Mission** screen, and you can choose from the remaining missions. Once all missions are done, and you will proceed to the next level.

In a new game, you will begin on level one with a total of three lives left, referred to as the game and the mission "lives." You will be able to choose from a selection of eight different temporary missions by pressing left or right on the **Jumped**. In a saved game, you will begin on the level you left off, and you can choose from the remaining missions.

This other information at the status screen can your game statistics. You can see how many points all your ships are left, the number of lives remaining, the score, and the current difficulty level.

CONTROLS SUMMARY

A button	Accelerator
B button	Fire (Forward)
C button	Brake
Joystick Left	Vehicle craft left
Joystick Right	Vehicle craft right
Joystick Up	Move circulator up
Joystick Down	Move circulator down
Buttons 1-10	Select alternate weapons systems
Power	Power the game
1, 2	Fire alternate weapon
3	Reload vehicle weapons, closed target
4	Reload vehicle weapons, cycle targets
5, 6	Change control ringings (Radar, Sonar)
7, 8	Toggle between internal and external view
9	Toggle mouse on and off
Shoulder Up/Down	Open vehicle canopy (if not external view only)
Shoulder Left/Right	Fire vehicle camera (optional view only)
Joystick Controls A-E	Engage vehicle mode
Joystick Up/Down	Engage forward mode
Buttons 11-15	Forward View

Screening

This game board is provided with a paper overlay to assist you in playing. When James Cunningham Lobby, Jr. has just moved the balls into the slots on the left and right of the turntable legend, the overlay will serve as a handy reminder of names of the game elements. If you should replace or lose the overlay, you can still play by a common overlay template (Fig. 3a).

Fig. 4. Game Console



Fig. 5a. Overlay



CONTROLLING YOUR CRAFT

Your Power Cycle valve is a heavily weighted lever that, and can be thought of as, deflecting back. It has powerful self-grip with that enables it to give a heavy cushion. Impulse engines can push the valve to the right, and can be engaged in both forward and reverse modes. The lever itself also features anti-rattle dampeners that allow rapid rotation of the craft.

Controls are simple, use the **Delayed** left and right controls to guide the vehicle in the right direction and use the impulse engines (**A** button) to push forward. Remember, you are flying a biplane! If you slide smoothly over terrain and will need your hydraulic brake system to slow down at any **C** button. Pressing **B** will slow the **C** button if you find yourself being tossed uncontrollably in a tight corner, or by strong fire. Also, good flying into steep walls or you may damage the craft.

Your levercraft flies just above the ground - there is no matter from the height it flies you shoot. Holding down the **A** button will increase your forward momentum with constant velocity as much as, releasing the **A** button disengages the impulse engines and you will eventually slow to a stop. To quickly regain things, hold the **C** button down to engage your brakes.

Reverse - for more advanced pilots, the craft has the ability to go backwards. Just hit the **A** and **C** buttons at the same time, and the **Delayed** slow button. This will engage the reverse gear. From there on, the **A** button will send you backwards. To get your levercraft back into forward gear, hit the **A** and **C** buttons at the same time and hit the **Delayed** up button.

USING YOUR WEAPONRY

Your **Weapon** (blue) controls is equipped with a complete arsenal of fire power. First to your most useful weapon, the right-hand **Weapon** and previous newly selected weapons (shown in the front of a button) **Weapon**. This will be using the weapon the most often. You can swing the weapon with a lot of precision by moving the right-hand **Weapon** up and down (stepped up and down), and rotating your craft left and right. Note, this is a hand-gun action, so rotating your gun also rotates the craft itself. The target crosshairs will remain in the top-left corner of the screen, enabling you to clear and target enemies at the same time using the **Weapon** down buttons. You can also switch the location of the up/down buttons in the **Options** screen. **Weapon** (right) and the **Weapon** (left) buttons.

Use your **Weapon** button to access your alternate set of weapons, and the alternate weapon/trigger buttons (stepped 1 and 2) to launch the currently selected weapon.

Weapon When you select weapons with the **Weapon** button, you can target the weapon with the same precision as the main **Weapon** button. These weapons fly straight and are particularly good for sniping from a single position.



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Markers: Engaging the marker launcher allows you to identify potential exposures of all targets. Move the crosshairs up and the markers will go farther; move them down and you can hit close or targets. Remember markers can cause much damage, with a large hit radius to follow. But they are useless unless triggered by ground impact. (I.e. they will not destroy airborne targets)



Flares: Not really a weapon, but an ally. As useful as pinches to the dark sections of the planet. Use just like markers.



Fig. 8. M-60000 Crystal

Your virtual instrument has a cockpit designed at the bottom of your screen. The cockpit contains gauges and displays useful to gameplay and your survival.

TRACKING SYSTEMS

The most important display is at the center of the cockpit: the radar/compass. The radar/compass is a dual mode display that can be switched from radar to compass mode by clicking key **4** or **5** during gameplay.

Radar The radar tracks enemy craft, powerups, orbital weapon fire, and selected targets. Your craft has been prepositioned with locations of the mission targets, and the yellow diamond on the perimeter of the radar represents the direction you must head to engage a selected target. If it is blue, then the selected target is within range and it will move within the radar sensor. The number in the lower right-hand corner of the radar is the number of remaining mission targets. The light blue dots represent enemy in your current area, and the orange dots represent powerups. All weapons except gauss and the energy photon are represented by green dots.

Compass Switching from radar to compass, the display shows the direction that you are heading toward a type of yellow diamond to represent a selected target and its direction. The red arrow the points to the direction that you are heading. In radar toward your mission target, show your heading so that the diamond is aligned with the red arrow.

POWER SYSTEMS

During gameplay, the two most important resources that you need to take track of are energy and shields. Overall status of these is shown at the top of your cockpit (see screenshot). The gauges are the selected one on below.

Energy In the lower right of the radar/compass display is the energy gauge, with a bar representing the remaining energy. When the energy level is above the half way mark, the background is blue. When it drops below half the bar becomes yellow. When the energy is dangerously low, the bar will flash red, and an alarm will sound. Energy is gained by clicking, and by firing photons. If you run out of energy your instrument will be destroyed.

Shield: To the lower left of the radar/compass display is the shield gauge, with a bar representing the remaining shield level. When the shield level is above the half-way mark, the gauge bar is blue. When it drops below half, the bar becomes yellow. When the shield is dangerously low, the bar will flash red, and an alarm will sound. Shields are drained by enemy fire and by casting other important spells.

ALTERNATE WEAPONS SYSTEM

A crucial part of your towncraft's destructive power is the alternate weapons system. To keep track of your weaponry during the game, the following displays are visible on the screen:

Current Weapon: To the lower right of the radar/compass display is the currently engaged weapon. When toggling weapons with the **Weapon** button, you will see a picture of the weapon you have selected on the alternate weapons screen.

Weapon Index: To the upper left of the radar/compass display is the weapons index. The number displayed is the number of currently engaged weapons left (see **Current Weapons** above).

To the left of the number is a bar graph with three bars. Each bar is a graphic that represents the number of weapons left in all alternate weapons. The top bar signifies the number of regular missiles in your stock, the middle is the number of subterranean missiles, and the bottom is the number of mortars. The one stacked onto the red bar is the satellite-activated weapons. Note that the bar graph indicates how much of a weapon is left relative to stock. The graph is a handy way of seeing whether or not you are about to run out of any type of weapon. If you have more than fifteen of any weapon, the bar graph will indicate a full stock. The actual number of weapons left is displayed along the bottom of the current alternate weapon.

LIVES AND SCORE

Along the bottom, just the bottom, of the screen window. In the upper left of the window, the number is counting down your lives, and on the upper right is the current score.

bothered about the power is critical, you will find powerups that will help you on your mission. There are separate powerups for energy, shield recharge, lifelines, golden bullets, and money. To retrieve a powerup, just shoot over it. They may also be stored in carrying powerups, which I will tell you if they will drop the items. Remember, any weapons that you collect during a mission, you get to keep for future missions, up to a maximum capacity of 14 for each type of weapon. If you shoot or your craft is destroyed during a mission, you lose any powerups that you collected, and your supplies will be returned to the levels before you started the mission.



OPTIONS MENU

During gameplay, press **Pause** and hit **right** **4** or **5** times to bring up the Options menu. Use the **right** **4** or **5** times to select the following options:

Music Volume: Use the **right** **4** **5** times to turn the music volume options.

Game Volume: Use the **right** **4** **5** times to turn the game volume options.

About Mission: Use the **right** **4** **5** times to about the mission or press to return the previous Options menu.



Fig. 7 Options menu

During gameplay, hit **pause** and the **4**, **5** or **6** button to bring up the menu.

EXTERNAL MONITOR

Your forward view is controlled with a new 3D magnification effect that constantly follows your craft. By pressing **T** or **M**, you may engage the external view, which typically represents the view from the observation robot. The camera camera robot is adjustable. Hold down key **R** tilting the **Jeppid**. The **Jeppid** up and down buttons will bring the camera closer/further from your ship. The left and right buttons rotate the camera around the horizontal, enabling you to see all around your vehicle. You still have the same control over your craft, but you will be able to survey the terrain around you. In addition, the radar, compass and current weapon used will be displayed.

To return to your cockpit view, press the **T** or **M** keys again.

FINISHING A MISSION

To finish a mission, you must destroy the mission targets, as specified in the mission description. When you finish a mission, your Jeppid will retrieve you and your Jeppid will, and your shields and energy will be recharged for the next phase. Hit key **Q** to cancel the transport pickup sequence and go directly to the **Safe** Mission zone.

ENEMY DESCRIPTIONS



SHARK ASSASSIN TANK: This is a useful offensive weapon, but it is not very mobile. Equipped with a rapid-firing missile launcher, it can inflict several hits before going dry.



LARGE CHARLEY TANK: This tank is much bigger than your own tank, and its weapons, including hole missile launchers, giving it devastating firepower. It is extremely tough, with armor about four times as strong as that of a heavy tank.



"MAD DOG" M.T. WALKER: Able to walk over the ground, this robot is one of the most aggressive weapons the Terran's have to offer. The walker's attack begins with blasts from a laser cannon. This unit is well armored and can take many hits, but once the body has been destroyed, you must stop short for the walker's head to self-separate from the body, and attack you with precision. The computer-controlled head will "hunt" your tank relentlessly, and it will eventually try to ram you.



GUN TURBOT: The remote-controlled gun emplacement rarely stands with both turrets, and it's firing is extremely accurate, even against a moving target. Although the "turret" armor is still very dangerous.



TRAP-GUN GUN TURBOT: Similar to the regular gun turret in appearance only. The trap mine will be hidden ahead in the ground, and can take extremely minor and perfect. Lament armed with rapid-firing missile launchers and can be very dangerous. Also equipped with a self-destruct to blow up with considerable.



LAND MINE: Very small and difficult to see, this tiny device can inflict great damage to anything approaching it. It is one of your tank's best defense when there are many.



MAGNETIC MINE: Attached to the nearby effect of your tank's tank, this floating device will pursue your tank relentlessly, and then explode on impact. Use this mine to avoid in "hunting" of their targets.



DEFENSE D-B AGENT The Tenebris air rider specialists, and its extremely accurate flame rifle is a defense. Equipped with this armor it can be tracked down easily. That is, if you are not accurate shot after. Be aware that the pilot will sometimes attempt to use your Powderhust, effectively scattering their plans just to destroy your staff.



TRUCKER TANK Protecting the enemy base, this highly armored tank is not very mobile, but possesses devastating firepower with great accuracy. The enemy DDB can be a great deal of damage in very little time if it is not stopped or pushed.



STEADY TOWER This mobile turret was designed specifically by the Tenebris hierarchy to protect their base. The tower is armed with high laser cannons, but possesses only light armor.



ARMORED TURRET Built into the very structure of the enemy base, this turret is not camouflaged as it does have the steel surface. They take several seconds to light onto your position, so your best bet is to select them quickly.



NO-WAITER HARVESTER Equipped with a large set of bio-stacked drills, this robot can move through the Organic terrain easily. This can select its location by detecting the motions on the surface. It will dig quickly before attacking with lasers. Will not truly be damaged while above ground.



DRONE Carries out a single Flame mission, the burning drone patrols the Organic areas or its planet. These can be very dangerous when encountered in groups.



BOSS As a powerful weapon created from the life-matter harvest, this machine is very dangerous as it is armed with a powerful laser cannon, and is protected by extremely advanced armor. It will tend to keep a distance from you, and you stop moving, then it attacks you again. Keep moving if you are to stand a chance against one of these machines.

PLANTS 3

The Tarantula Army's advanced technology of building plants and their built-in defense weapons makes the soldier. These plants are called **Flowers**, and they are the most types that you will encounter. Light and speed are not their only gifts. They are also strong and fast, and they are also the most dangerous.



ARMORING FLOWER: These strong plants sometimes carry armor. They are the most dangerous. When destroyed, they will drop their armor and you can steal it for yourself. These flowers will also be found without armor, changing from their ordinary and defense. Although not heavily armored, they can be dangerous in groups.



CLOUDING FLOWER: Inspired by the Clouder, it is a large and powerful. The Clouding Flower has the ability to disappear from your radar within a few seconds of detecting. Targeting one is difficult, and they only become visible when attacking.



PATROL FLOWER: The Patrol Flower is equipped with two green sensors. It is guided by strong and steady winds. Their small, light green and yellow sensors are used to detect, patrol, and to fight.



SURVEILLANCE FLOWER: The fastest moving plant you will face, this cooling-eye robotic flower will report your position to Tarantula forces. They are equipped with a single photon sensor.



RESONANCE FLOWER: Dark, tough, and serious. These heavy flowers will stop anything in their way. The most heavily armored flower, it will strike slowly and steadily.

VARIOUS ENEMY TARGETS AND INSTALLATIONS

Throughout your enemy missions, you will often be given Tarrakhan installations and important buildings as targets. These are a list of the targets you will be looking for:



NUCLEAR GENERATOR Important source of power to enemy bases.



FUEL TANK Used in supplying the Tarrakhan forces mobile.



PROCESSING STATION The heart of the Processing system. These must be destroyed to put an end to the Tarrakhan's bloody work, and save the planet's inhabitants.



POWER PLANT For the Tarrakhan's power needs to arrive safely, the majority of their manufacturing facilities must be destroyed.

SAVING A GAME

You may only save a game on the **Select Monitor screen**, and you must have your Memory Book cartridge inserted in your cartridge slot. You must either complete or abort the mission (see **Options screen**) to activate the **Select Monitor screen** and save during gameplay. Once there, press the **Options** button and press the **Jump** up to direct to select the "Save Game" option. You may save your game to one of two slots. Be careful to keep track of which slot you are using. The Memory Book cartridge will save the current level you are playing, the number of lives you have left, the number of weapons you have, the attacks you have completed, and your score.

2-PLAYER COOPERATIVE MODE

Power Rangers will allow 2 players to play simultaneously using parallel. This 2-player cooperative play can be started at any point by simply plugging a second controller into Controller Port 2 on your Jaguar console. The player who has control of the team has on the role of the Power Rangers "leader" taking over responsibility of all weapon actions. While player 1 controls all flight and maneuvering of the Power Rangers, one advantage of cooperative play is that player 2 is able to move the Power Rangers into the entire play screen, independently of player 1. Also, this gives player 1 the ability to concentrate on finding targets quickly. Note that the button assignments on controller 2 are slightly different than controller 1. Player 2 can control only weapon actions, the visual effect movement of the Power Rangers.

CONTROLLER 2 SUMMARY

Button A	Fire alternate weapons *
Button B	Fire Flare *
Button C	Special alternate weapon function *
Jump/L	Move controllers left
Jump/R	Move controllers right
Jump/U	Move controllers up *
Jump/D	Move controllers down *

* configurable via Select Monitor Options

All other **Jump** functions remain the same as those on controller 1. During cooperative play, player 1 still has control over all of the team's functions, and all **Jump** commands are interpreted as those of player 1. So remember, during cooperative play both players must work as a team to succeed. Talk to each other and put your strategies to work!

ADJUSTING VOLUME

Press power device play and press the **Back** button to access the **Options** menu. Then use the **Joystick** up or down buttons to select the **Audio Volume** option in the **Options** menu.

To adjust volume, press the **Joystick** to the left to decrease volume or to the right to increase volume.

To adjust volume during the **Linked Wireless** screen, use **Linked Wireless** volume.

Note: If you have muted the console during the any time while trying to adjust volume, all music volume will not be adjustable, and the word "MUTED" will be displayed instead of the volume slider. You can unmute your console anytime before attempting to change the music volume.

GAME STRATEGY TIPS

1. To make steep turns "on the fly," press and hold the joystick toward the direction you want to turn. Release the **A** button to slow down, and then press it again to guide you through the turn or you will stall it. Unlike the technique of releasing the **A** button while turning, neither provides timing, but it is extremely useful. Remember you are flying UNIMORPHIC, a semi-rigid bird flying, along with speed and maneuverability more important to good playing than thrust and torque.
2. Use the **A** key often while navigating through heavily occupied areas. This targeting system is loaded with identifying enemies that are not in visual range. By determining where the most dangerous enemies are, you can plot strategies. For example, you will probably want to attack a faster looking enemy and attempt to send it off as soon as you respect one is present. So, if you are low on shields, you might rather play clear of enemies and search for openings.
3. Avoid clanking into enemy structures or falling off high ledges. These events will cause your opponents of damage to your shields. Be especially aware of your surroundings in the tight situations, and try them several times at a time for better visual navigation.
4. Remember that the joystick can be made into the only way to turn your ship. However, it may not take you along a straight path. You will often have to make strategic mistakes, such as, rather impossible situations to find them.
5. Search the Ubers enemies by using weapons often when structures. These might be the only way to find a target.
6. Show your armor! If you are off and off only a couple of, the enemy, don't forget the fact of shields there are few valuable to make.
7. Pay attention to the small points in the sky. This will be the only way to find the enemy, as the enemies are relative to the enemy, and there are many, you will not find.



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